

<i>CLIENT</i>	<i>SECURITY</i>	<i>SERVER</i>
LOW	<i>LATENCY</i>	HIGH
PUSH	<i>DELIVERY</i>	PULL
OFFLINE	<i>CONNECTIVITY</i>	ONLINE
SYNC	<i>ACCESSIBILITY</i>	REALTIME

Figure 1

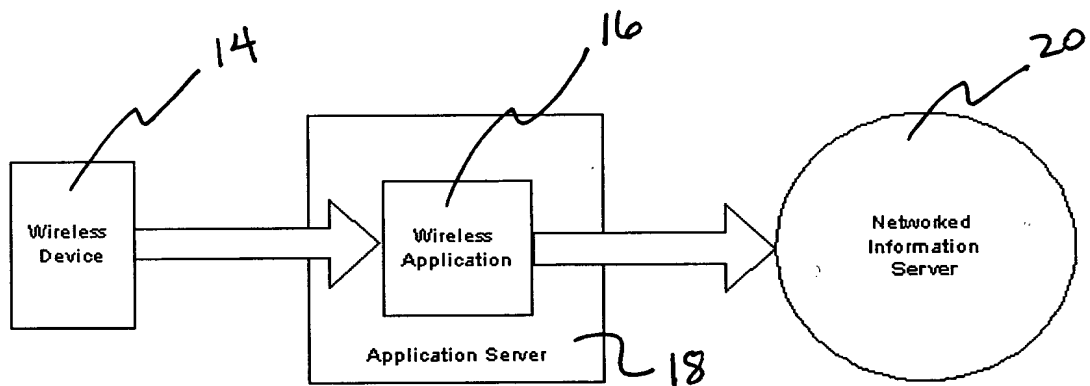


Figure 2

```
graph TD; A[Device Profiling] --> B[Business Logic]; B --> C[Device A Renderer]; B --> D[Device B Renderer];
```

The flowchart illustrates the system architecture. It starts with a box labeled "Device Profiling" (22), which points down to a box labeled "Business Logic" (24). From "Business Logic", two arrows point down to two separate boxes: "Device A Renderer" (26) and "Device B Renderer" (28).

Figure 3

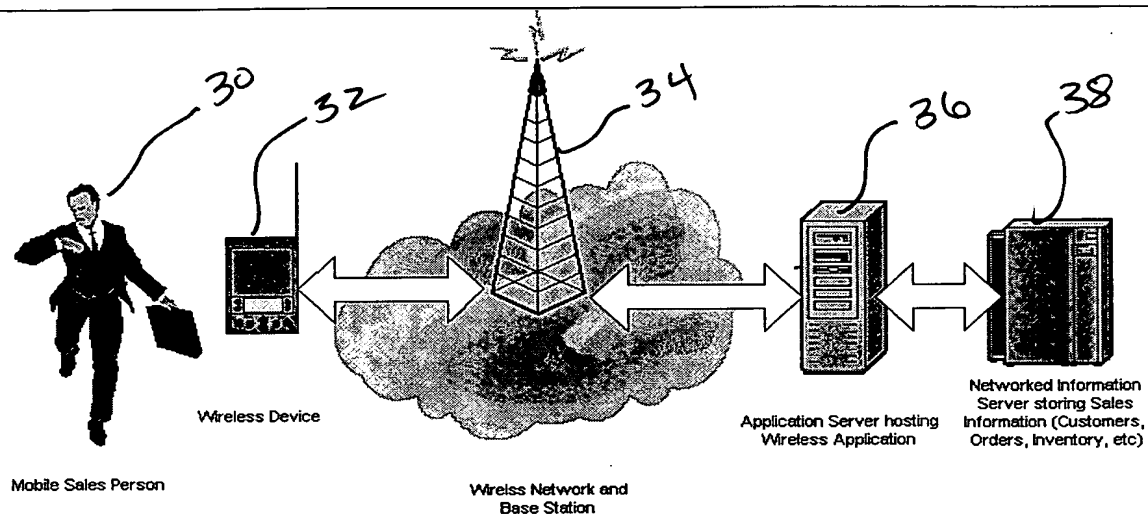


Figure 4

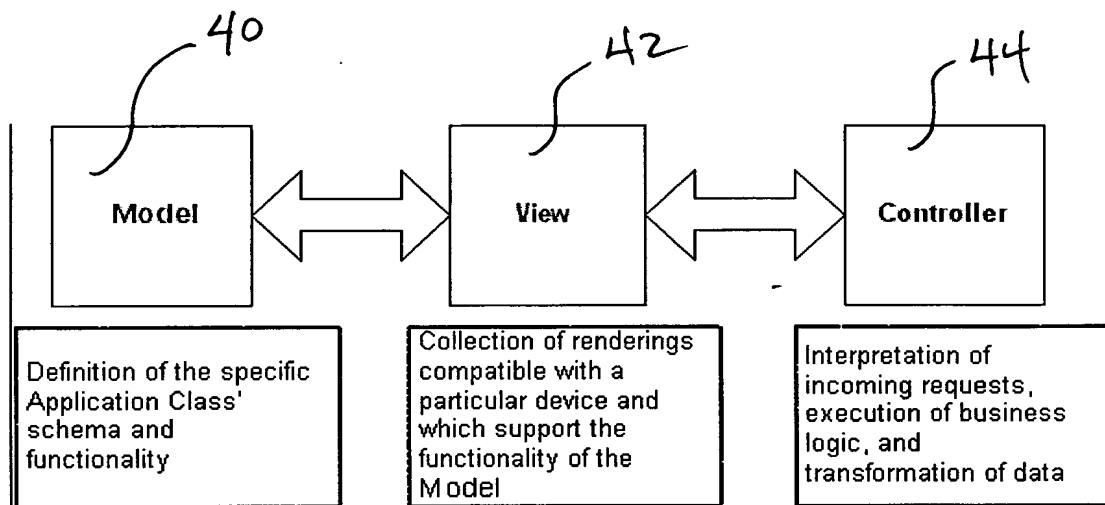


Figure 5

FIG. 6

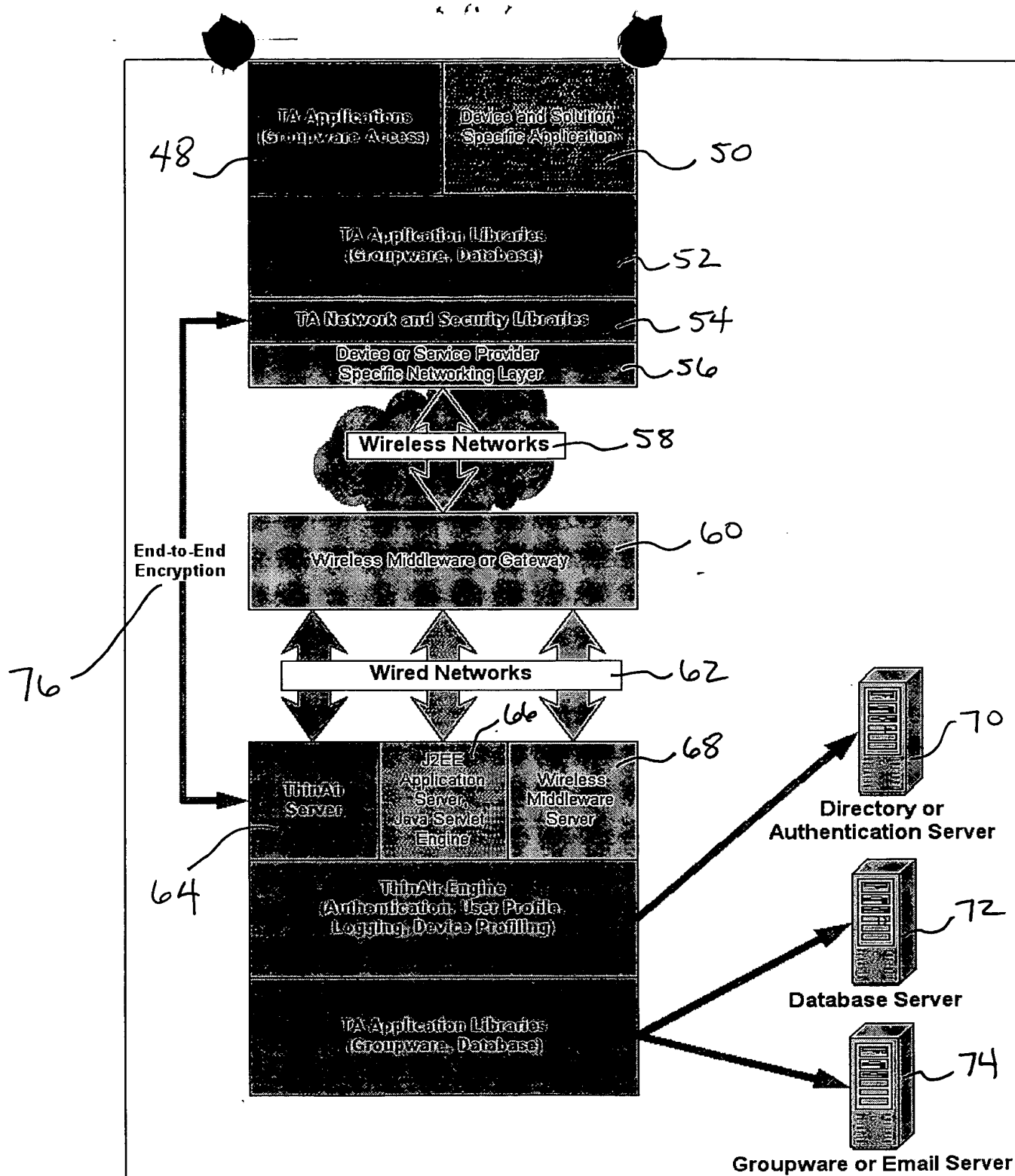


Figure 6